IMPORTANT TIPS FOR PLAYING QUATIONS

Adding to Another Equation

When your turn comes up, Quato will ask you to indicate where your equation begins. If you are adding to an equation that is already on the board, be sure to indicate that your equation begins with the first number in the *old* equation. For example, let's say that it is your turn and this equation is already on the board:

$$4 + 5 = 9$$

After checking over your tiles, you decide to add "$- 3 + 3$" to this equation, so the result will look like this:

$$4 + 5 = 9 - 3 + 3$$

When Quato asks, be sure to tell him that your equation starts at the number 4 (the number that begins the entire equation). If you don't follow this rule, Quato will tell you that your equation is invalid.

Getting Help

If you have questions during a game, press the **H** key for help. Once you do, *Quations* will switch to a screen that lists instructions for playing the game. Press **SPACE BAR**, and you'll see another screen with helpful hints. Keep pressing **SPACE BAR**, and you'll come back to the game screen.

SCHOLASTIC SOFTWARE

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